

ASE Character Tumbler

- Record score arrays for four characters, using the Iron Man method: Roll 3d6 for each score in order. You may reroll “boring” characters (those with *only* +0 modifiers) and “hopeless” ones (those with <0 *total* modifier) on Table II (p. 2). Or simply use Table II.
- Roll 1d4+Constitution bonus for each character's hit points.
- Roll on Table III (p. 3) to find each character's occupation, starting weapon, and goods.
- Supplement each character's possessions with one roll on Table I, and with 5d12 cp. Purchase additional equipment from Table I (if desired), and also add one day's rations, and a waterskin. Note: You cannot sell your starting trade good or weapon.
- Record each character's starting XP (-100), saving throws (humans save as Normal Men, demi-humans as Level 1 characters), attack bonus (+0), damage, and armor class.
- Name the characters, and send them into the meat grinder! Any who survive to 1 XP attain Level 1—they gain your choice of class and a place in the Land of 1,000 Towers.



Now that is progress!

Table I: Level 0 Equipment Generator (d20)

d20	Item	Cost†	Weight
1	Backpack	25 cp	1
2	Bearhugger's Whiskey, bottle of	19 cp	1
3	Candle, 1d2	2 cp (each)	*
4	Chain, 10'	25 cp	5
5	Chalk, bag	30 cp	*
6	Crowbar	45 cp	5
7	Flask, empty	10 cp	1
8	Flint and steel	40 cp	*
9	Hammer, small	30 cp	1
10	Iron spikes, 1d3	8 cp (each)	2
11	Mirror, hand-sized	59 cp	*
12	Oil, 1 flask	15 cp	1
13	Pole, 10-foot	15 cp	10
14	Rations, one day's	5 cp	1
15	Rope, 50'	15 cp	5
16	Sack, large	8 cp	*
17	Sack, small	3 cp	*
18	Torch, 1d2	5 cp (each)	1
19	Whistle	21 cp	*
20	Wine, one jug	15 cp	2

† These prices apply only for level 0 characters, representing bargains, lucky finds, treasured gifts, etc.

Integrated Material Exploration Services

Bringing new things to the surface.

by Austin Schaefer

www.infinitedragns.com/ASE-Tumbler/

Name		XP			
Strength		Occupation			
Intelligence					
Wisdom					
Dexterity					
Constitution		HP	Max	Temp	AC
Charisma		Attack			
Death/Poison		Magic Wards	Paralysis	Dragon Breath	Spells
Possessions					
Wealth					

Name		XP			
Strength		Occupation			
Intelligence					
Wisdom					
Dexterity					
Constitution		HP	Max	Temp	AC
Charisma		Attack			
Death/Poison		Magic Wards	Paralysis	Dragon Breath	Spells
Possessions					
Wealth					

by Austin Schaefer

www.infinitedragns.com/ASE-Tumbler/

Table II: Ability Arrays (d100)						
d100	Strength	Intelligence	Wisdom	Dexterity	Constitution	Charisma
01-02	17 (+2)	13 (+1)	8 (-1)	11	13 (+1)	8 (-1)
03-04	11	9	17 (+2)	12	9	5 (-2)
05-06	13 (+1)	15 (+1)	10	10	9	9
07-08	10	11	13 (+1)	10	11	10
09-10	15 (+1)	6 (-1)	6 (-1)	17 (+2)	7 (-1)	6 (-1)
11-12	10	16 (+2)	14 (+1)	11	14 (+1)	11
13-14	9	14 (+1)	9	11	16 (+2)	11
15-16	12	10	16 (+2)	11	9	12
17-18	14 (+1)	17 (+2)	8 (-1)	14 (+1)	13 (+1)	14 (+1)
19-20	14 (+1)	12	9	4 (-2)	11	18 (+3)
21-22	13 (+1)	10	16 (+2)	13 (+1)	14 (+1)	14 (+1)
23-24	14 (+1)	11	12	7 (-1)	11	17 (+2)
25-26	12	11	13 (+1)	12	14 (+1)	6 (-1)
27-28	10	6 (-1)	11	7 (-1)	17 (+2)	10
29-30	12	16 (+2)	11	13 (+1)	9	11
31-32	9	5 (-2)	10	15 (+1)	13 (+1)	13 (+1)
33-34	12	13 (+1)	16 (+2)	10	12	13 (+1)
35-36	12	13 (+1)	11	15 (+1)	5 (-2)	14 (+1)
37-38	18 (+3)	12	13 (+1)	14 (+1)	12	13 (+1)
39-40	17 (+2)	9	13 (+1)	8 (-1)	6 (-1)	8 (-1)
41-42	8 (-1)	10	9	7 (-1)	14 (+1)	14 (+1)
43-44	12	8 (-1)	10	10	14 (+1)	14 (+1)
45-46	9	14 (+1)	13 (+1)	11	14 (+1)	12
47-48	14 (+1)	12	8 (-1)	18 (+3)	8 (-1)	15 (+1)
49-50	13 (+1)	12	9	11	13 (+1)	16 (+2)
51-52	13 (+1)	13 (+1)	14 (+1)	13 (+1)	7 (-1)	16 (+2)
53-54	11	11	6 (-1)	9	15 (+1)	9
55-56	9	9	11	8 (-1)	13 (+1)	16 (+2)
57-58	11	13 (+1)	10	10	15 (+1)	13 (+1)
59-60	7 (-1)	10	14 (+1)	9	13 (+1)	17 (+2)
61-62	15 (+1)	11	11	16 (+2)	13 (+1)	8 (-1)
63-64	10	12	14 (+1)	9	15 (+1)	11
65-66	8 (-1)	16 (+2)	10	11	10	10
67-68	12	16 (+2)	11	15 (+1)	12	10
69-70	11	18 (+3)	6 (-1)	11	11	13 (+1)
71-72	12	9	8 (-1)	14 (+1)	13 (+1)	10
73-74	9	11	10	13 (+1)	15 (+1)	9
75-76	8 (-1)	13 (+1)	14 (+1)	10	8 (-1)	14 (+1)
77-78	14 (+1)	14 (+1)	6 (-1)	13 (+1)	13 (+1)	12
79-80	9	11	11	13 (+1)	18 (+3)	9
81-82	17 (+2)	11	14 (+1)	14 (+1)	6 (-1)	8 (-1)
83-84	14 (+1)	9	14 (+1)	13 (+1)	12	9
85-86	10	10	14 (+1)	11	6 (-1)	12
87-88	9	14 (+1)	11	11	11	10
89-90	15 (+1)	12	10	14 (+1)	13 (+1)	9
91-92	7 (-1)	14 (+1)	11	9	12	10
93-94	8 (-1)	11	10	14 (+1)	9	12
95-96	16 (+2)	9	10	14 (+1)	5 (-2)	11
97-98	11	10	15 (+1)	12	17 (+2)	11
99-100	11	11	18 (+3)	10	12	12

Table III: Occupations (1d100)			
d100	Occupation	Starting Weapon (Trained)	Trade Good
01-02	Acolyte of Science	Busted shotgun (as <i>club</i>)	Leather lab coat (<i>leather armor</i>)
03	Acolyte of Starry Wisdom	Sacrificial knife (as <i>dagger</i>)	Hunk of obsidian flecked with iron
04-06	Adjunct Professor	Razor Ruler (as <i>short sword</i>)	Academic robes
07-10	Apprentice Priest	Mace	Sacred symbol, scripture tattoo
11	Bank-keep	Jeweled dagger	Loupe, fountain pen, ink pot
12-15	Bar-keep	Short sword	1d3 bottles of cognac, bow tie
16	Bee-keep	Knife (as <i>dagger</i>)	Bee smoker, flint and steel
17	Clockwork Artisan	Jumbo wrench (as <i>club</i>)	Can of lubricant
18-20	Dandy or Dandizette	Small pistol, 1d3 bullets	Blue blazer, puffy ascot
21-28	Dirt Farmer	Cultivator (as <i>staff</i>)	1d8 potatoes, wheelbarrow*
29-30	Drug Dealer	Sawn-off crossbow, 1d6 bolts	1d4(10) grams of electric ice
31-32	Engineering Student	Spring-loaded knife	Polyhedral dice, wax pencil
33-35	Factory Slave	Broken bottle (as <i>dagger</i>)	Bottle of industrial-strength dye
36	Farmer's Daughter or Son	Grandfather's battle axe	Dreams, map of Denethix, pig†
37-39	Fisher	Cutlass (as <i>short sword</i>)	Compass (magnetic needle, bowl)
40-41	Grunkie Merchant	Grunkie-catchin' net	2d8 baby grunkies, crate
42-43	Highway Robber	Rapier	Playing cards, locket
44-45	Hunter	Short bow, 2d6 arrows	Paint gun, 2d12 paint pellets
46-48	Librarian	Knife	Glue, pencil, <i>The History of Fishes</i>
49-50	Mind Thrall, Freed	Permanent brass knuckles	Loincloth
51-52	Minor Oligarch	Silver dagger	Bag of jewels, trained monkey**
53-55	Pickpocket	Cudgel	Box of magic tricks, false beard
56-57	Pit Fighter	Gladius (as <i>short sword</i>)	Used bandages, lucky penny
58-59	Professional Beggar	Crutch (as <i>staff</i>)	Makeup kit, jar of mystery fluid
60-61	Slave Hunter	Bolas (<i>figure it out, DM</i>)	Chain mail, business cards
62-64	Sorcerer's Apprentice	Dagger	Spellbook with level one spell
65-68	Street Food Vendor	Torch	2d8 sticks, 2d6 dead rats, charcoal
69-70	Triceratops Ranch Hand	Cera prod (as <i>lance</i>)	Overalls, bull whip
71	Unyielding Fist Grunt	Long sword	Chain mail, wizard's shilling
72	Wheeling Bureaucrat	Paper spike (as <i>dagger</i>)	Ream of papers, laser pointer
73-74	Worthless Barbarian	Sauropod metacarpal (as <i>club</i>)	Shell necklace, 9 in. ² of clothing
75-76	Dwarf-Bodyguard	Battle axe	Chain mail
77	Dwarf-Foreman	Copper chisel (as <i>dagger</i>)	Hand drill, level, beard wax
78-79	Dwarf-Metallurgist	Rebar (as <i>war hammer</i>)	Steel stein, tongs
80	Dwarf-Mushroom Farmer	Shovel (as <i>staff</i>)	Mushroom (see table, <i>ASE2-3</i> , p. 7)
81-82	Elf-Artist	Copper wire (as <i>garrote</i>)	4d6 finely-crafted brass beads‡
83	Elf-Charcutier	1d6 gorgeous knives	2d8 sausages on a string
84	Elf-Druidic Understudy	Sling, 2d10 stones	Feathered headdress
85-86	Elf-Wanderer	Staff	1d6 half-finished poems, gold ring
87	Halfling-Constable	Billy club (as <i>club</i>)	Badge, uniform
88-89	Halfling-House Servant	Carpetbeater (as <i>club</i>)	1d6 delicious pastries
90-91	Halfling-Street Performer	1d3 throwing knives	2d4 juggling balls
92-94	Halfling-Tinker	Hand axe	Clay, solder, ball-peen hammer
95	Insect-Man	Spear	90 g. of hafnium
96	Moktar	Club	Study cards: human body language
97-98	Robot-Escapee	Pincer grip (1d4 damage)	Brush, can of paint
99	Robot-On a Mission	Pincer grip (1d4 damage)	Vial of poison, sealed letter
100	Other Nonhuman (Ask your DM for details or reroll)		

* Roll 1d8 for contents of wheelbarrow: 1) Dirt; 2) Onions; 3) Snail shells; 4) Flour sacks; 5) Empty; 6) Bodies; 7) Rats 8) Corn cobs
** If the party has multiple oligarchs, roll 1d4 for duplicate pets: 1) Juvenile ceratops; 2) Phase toad; 3) Lion cub; 4) Pseudo-phoenix
† If the party has multiple domestic animals, roll 1d6 for duplicate animals: 1) Rooster; 2) Goat; 3) Goose; 4) Calf; 5) Sheep; 6) Turkey
‡ If the party has multiple artists, roll 1d4: 1) Tattoo kit; 2) Ivory elephant; 3) Intricate doll of human hair; 4) Animate copper serpent